Meeting Minutes

Time of Meeting: 12:00 – 1:00

Attendance:

* Charlie Kinglake
* Andreea Mazarianu
* George Smuts
* Michael Davis

Meeting Agenda:

* Discuss where everyone is at with their current tasks.
* Give feedback on tasks being undertaken.
* Discuss and plan presentation for Wednesday.

To start this meeting off, we went over the completed work and gave feedback. Some of the work needed to be re-uploaded due to being corrupted and some had to be resized to be optimised for being implemented into a game.

After this we started to discuss what we wanted and needed to put into our presentation for this Wednesday. I gave a small task to Michael to record a small gif of the prototype so we can show what the game will look like in the presentation.

To finish the meeting off we discussed the options for different main menus that we could have in our game, for example, animated, interactive. We have for now settled on an animated main menu, due to what I mentioned previously about non-static menus for younger audiences.

Our next meeting is set for Wednesday 21st 12:00.